

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|-------------|----------|---|-----------|------------------|--------|
| 2160 | Doomsday Engine | Feature | Progressed | Low | Custom screenshader support and profiles | Deng Team | 2020-02-04 21:49 | 20 |
| 6 | Doomsday Engine | Feature | Progressed | Normal | Draw lens flares using GL2 | skyjake | 2016-08-09 11:05 | 50 |
| 1945 | Doomsday Engine | Feature | Resolved | Urgent | Efficient reuse of world geometry across multiple frames/passes | skyjake | 2018-10-27 15:08 | 100 |
| 2436 | Doomsday Engine | Bug | In Progress | Normal | Incompatibility with the new M1 | skyjake | 2021-02-03 13:32 | 100 |
| 1548 | Doomsday Engine | Feature | Progressed | Normal | Multi-monitor support | | 2019-11-29 16:33 | 40 |
| 7 | Doomsday Engine | Feature | Progressed | Urgent | Next-gen renderer (codename "Gloom") | skyjake | 2018-10-27 16:10 | 30 |
| 1625 | Doomsday Engine | Feature | Progressed | Urgent | Per-pixel surface shading (bump/specular/reflection etc. mapping) | Deng Team | 2016-07-06 00:03 | 20 |
| 1623 | Doomsday Engine | Feature | Progressed | Urgent | Shaders | skyjake | 2018-10-27 15:14 | 60 |
| 1622 | Doomsday Engine | Feature | New | Urgent | Vanilla depth shading | | 2019-11-29 23:23 | 0 |
| 1416 | Doomsday Engine | Feature | New | Urgent | [Doom] Invisible "fuzz" effect | | 2017-04-03 18:43 | 0 |
| 1357 | Doomsday Engine | Feature | New | Normal | [InFine] More blending modes (add/mul/inv etc) | | 2019-11-29 16:43 | 0 |